NES—SP—USA

MAD®
MAGAZINE'S OFFICIAL

SPY VS SPY®

INSTRUCTION MANUAL

KEMCO

SEIKA

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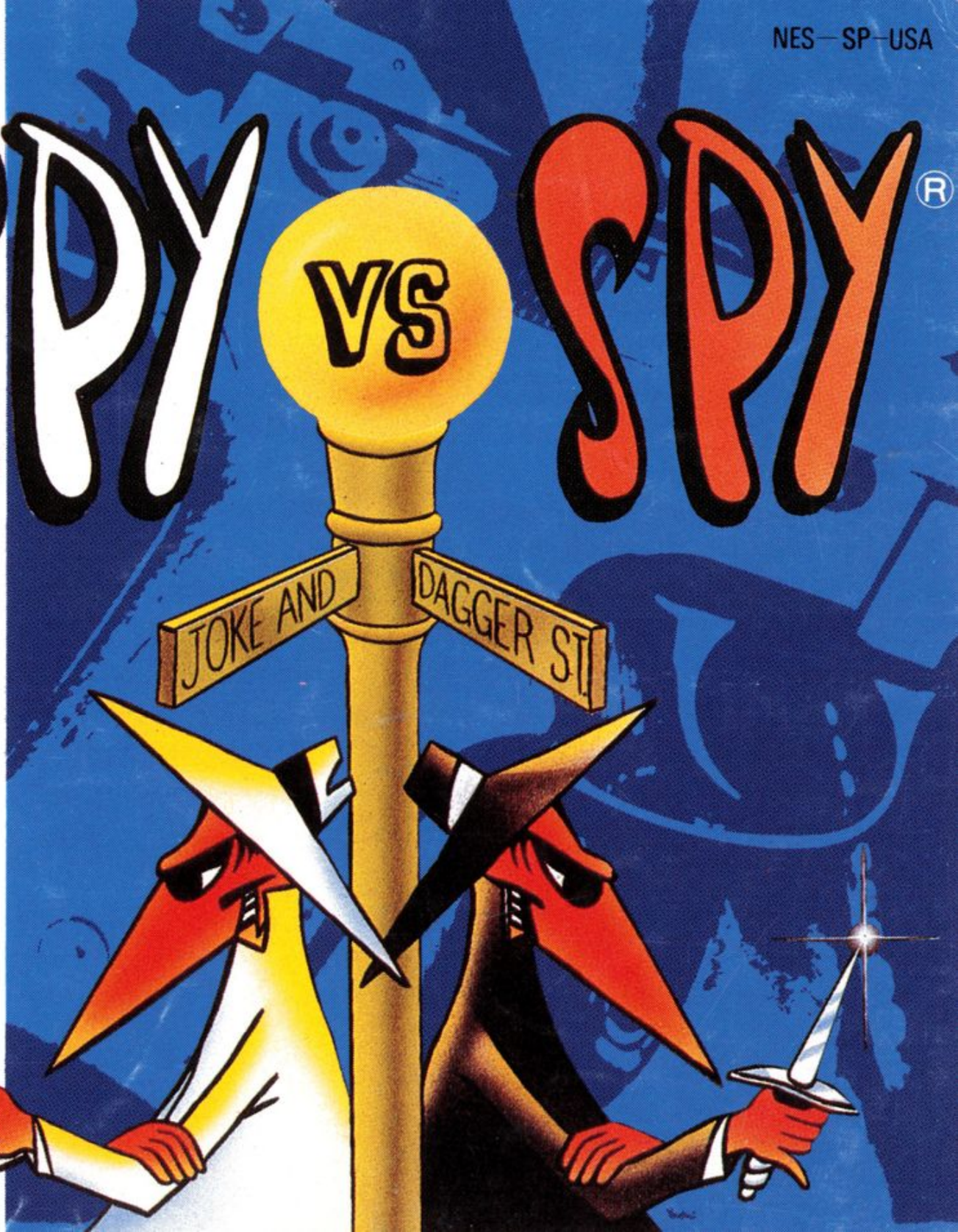

THIS GAME IS LICENSED BY NINTENDO FOR PLAY ON THE

Nintendo ENTERTAINMENT SYSTEM®

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INSTRUCTIONS

We want to thank you for buying the "SPY vs SPY GAME," produced by KEMCO. Before you play the game, please read the instructions carefully. Also please keep them where you can refer to them.

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PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME

1 This Nintendo Entertainment System is a very fine instrument. Keep it away from very high temperature and mechanical shock, at all times. Never disassemble it for any reason.
2 Never touch the terminals with your bare hands or get them wet. It could cause damage.
3 Do not clean the case with solvents of any kind, such as thinner, benzene, alcohol, etc.
4 If you play the game for a long period of time, please take a short rest of 10 to 15 minutes, about every 2 hours, for your health.

USER'S GUIDE TO

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SPY vs SPY®

FOR THE Nintendo ENTERTAINMENT SYSTEM®

Mission Objective

Your mission is to escape the embassy, Top secret briefcase in hand. Before time runs out, you must find, fill and keep the briefcase; locate the only exit and board your plane with all of the following: Passport, Bag of Money, Key and secret Papers.

Game Options

After the SPY vs SPY® title screen appears you can either watch the self-playing demonstration game or select the Game Option screen. If you do not want to watch the demo, press the **START BUTTON** on the PLAYER 1 Controller to see the option screen. From the Game Option screen you can select:

- **TRAINING** (This is a simplified version of the game. In the TRAINING mode, a spy needs only to collect the briefcase and a single item, i.e. money or key, etc.)
- **VS COM** (This option permits a user to play against the computer controlled spy)
- **VS PLAYER** (This is the two player option in which users play against each other. The WHITE SPY uses CONTROLLER #1: BLACK SPY uses CONTROLLER #2)
- **LEVEL** (Using PLAYER 1's controller, any of the 8 game levels can be selected. The levels progress in order of difficulty. The higher the level, the greater the number of rooms in the embassy. Also, as the levels progress, a second floor is added to the building and sometimes parts of the first floor can only be reached by traveling on the second floor. The amount of time for each game is different on each level.)
  (See notes regarding GAME LEVELS and SPY RANKING)

Starting

You may use either the **SELECT BUTTON** or the UP/DOWN commands on the **DIRECTION KEY** to select between TRAINING, VS COM, VS PLAYER. You must use the LEFT/RIGHT commands on the **DIRECTION KEY** to select among the 8 LEVELS.

Once the game is set as you desire, press the PLAYER 1 controller's **START BUTTON.** You will then see the next screen. At the top, the floor plan or map of the embassy will be shown. On levels with two floors, a second map will be depicted. To the left of the map will be written either 1F or 2F which indicates whether the first or second floor's map is being shown. Below the map(s) the level of game play selected (1 to 8) is indicated.

Controls

MOVEMENT: The rooms the spies appear in are three dimensional. Using the **DIRECTION KEY** pushing the UP command will move you towards the rear of the room.Pushing the DOWN command will bring you towards the front. Using LEFT/RIGHT command's will move you left or right.

(CONTROLS CONTINUED)

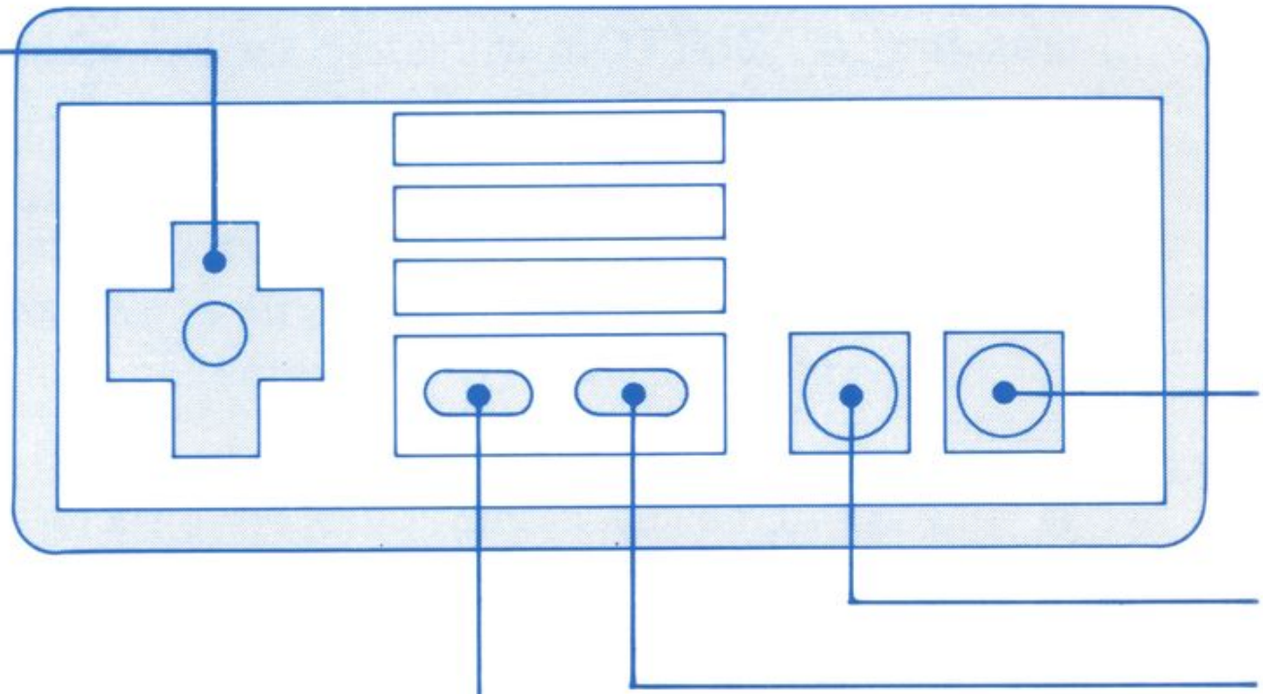
OBJECT MANIPULATION: Objects you can interact with on the screen include: furniture, pictures on the walls, coat racks, doors, other wall mounted items, ladders and trap doors. To manipulate an object, first move within range, using the **DIRECTION KEY.** It is very important to make sure that you are FACING the object. Next, if you are properly positioned, press the **"A" BUTTON,** at this time the door will open / close or the object will visibly move.

Any object found within a room can be opened or lifted and may reveal one of the hidden items you are looking for. If you are not so lucky, it will activate a BOOBY-TRAP! Hidden in the furniture or behind pictures you may find such items as the key, briefcase, etc. Weapons are sometimes hidden as well. If you try to hide an object you are carrying in a piece of furniture and find that you can not leave the item, it meant that another item is already hidden there.

When you find the key, money, passport or secret paper, a bag will appear in your spy's hand. At the same time, a picture of what he is carrying will appear in the INVENTORY window. The inventory window is the white square positioned to the right of the screen and just below your spy's POWER INDICATOR BAR. A spy can carry only one object at a time UNLESS he is carrying the briefcase. With the briefcase, the spy can carry all of the required objects. The briefcase is not indicated in the INVENTORY window. If you find it, the briefcase itself will appear in your spy's hand and you can carry it about. You can carry single items or the briefcase (with or without objects in it) from room to room.

(see the section entitled HAND TO HAND COMBAT for additional information)

How to use the techniques



■ Direction Key

- Use to select "TRAINING": "VS COM" or "VS PLAYER" before starting game. Use the UP/DOWN commands.
- Use to select the difficulty level (1 to 8)
  Use the LEFT/RIGHT commands.
- Use to position your spy in the rooms. Use the UP/DOWN commands to go to the BACK/FRONT of a room.
- Use the LEFT/RIGHT to move left or right in the room.
- Use to go up or down a ladder between floors. (Only after the "A" button has been used to lower the ladder.)

■ Select Button

- Use to exit the title screen.
- Use to select "TRAINING": "VS COM" or "VS PLAYER". (Can be used instead of the Directional key)

B Button

- Use to select BOOBY-TRAPS (There are 4 types, see instructions for "Setting Booby-Traps")
  * 1st = Dynamite
  * 2nd = Giant Spring
  * 3rd = Water Bucket
  * 4th = Time Bomb
- Use to select and view the EMBASSY MAP
  * 5th press = View Map
  * 6th press = Game Screen

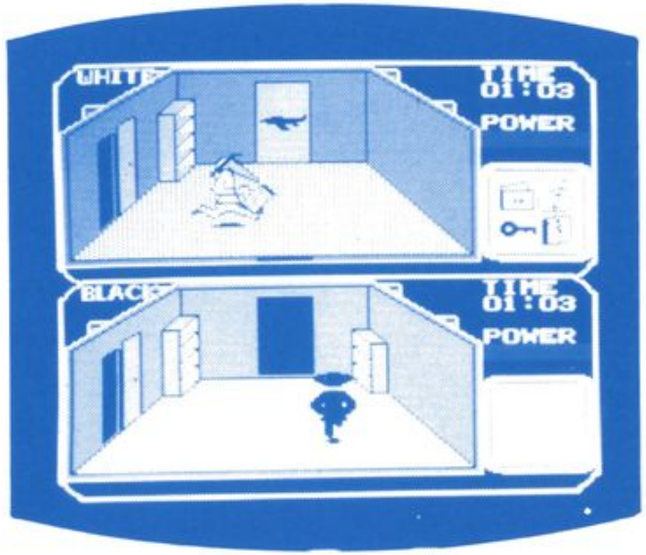
Start Button

- Use to START the game.
- Press during game play to PAUSE the game. (This is good to use when studying the map)
- Press again to restart game.

A Button

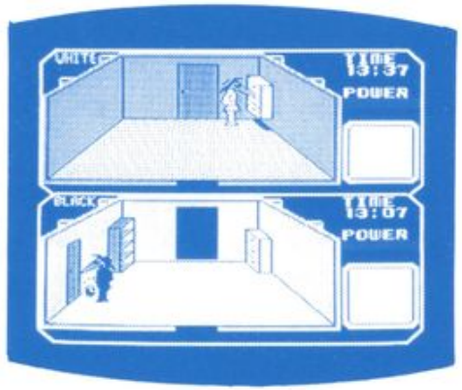
- This is the ACTION button. Use it to:

* OPEN/CLOSE doors
* PLACE and SET traps
* PUNCH or use WEAPON
* COLLECTING/PLACING items by moving furniture or pictures
* COLLECT a REMEDY to protect yourself from setting off a BOBBY TRAP
* RAISE/LOWER ladder
* OPEN/CLOSE trap door



Game Elements

SIMULVISION™: In this unique, split-screen layout, the TOP half monitors the actions of the WHITE SPY, the BOTTOM half depicts the BLACK SPY which is either player 2 or the computer.



SIMULPLAY™: With the clock running, we didn't think it was fair to make players wait to take turns. So, voila! Simulplay. Since both spies' activities take place out in the open, the challenge becomes watching and remembering what the other spy does while you go about your business. Simulplay allows players to engage in hand-to-hand combat, place booby-traps, chase each other and generally get in the way.

HAND-TO-HAND COMBAT: The combat mode exists only when both spies are in the same room. When this happens, the spy that entered the common room appears on the same screen as the spy that was already there. If a spy is carrying anything when he enters a common room, the object is hidden in the common room. The winner of the combat sequence can search the room during the time the opponent remains knocked out and will take possession of the items his opponent was carrying. Both spies have the option of attacking, leaving or avoiding the other spy.

In the combat mode spies can not: search for objects, use the map or set traps. However, doors, ladders and trap doors still work and so do any traps that might have been set. Use the **"A" BUTTON** to fight. If you have collected a hidden weapon prior to engaging in combat then you will automatically use this weapon in the combat mode. The first spy to find a given weapon will keep it for the entire game. Remember, an armed spy is more deadly than an unarmed spy. Consider this when you are deciding whether to fight or not!

(HAND-TO-HAND CONTINUED)

Each time a spy is hit, he is weakened. Watch to make sure your blows are landing. Once hit, a spy will double over in pain. Watch your POWER INDICATOR BAR. It starts with full power. As you weaken, the RED is replaced with BLUE. If all your power runs out, you will disappear from the screen for 10 seconds and you will lose 30 seconds of game time from your spy's clock. While you are out of the game for 10 seconds, the other spy is free to continue the game without you!

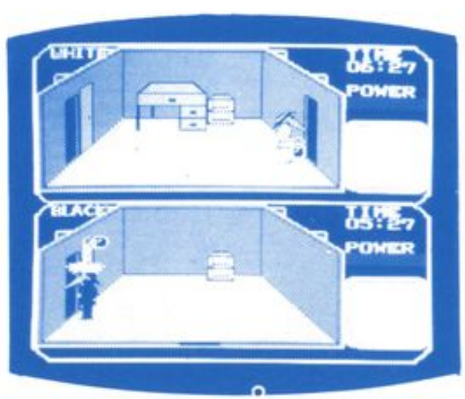
When your power indicators gets too low, one way to renew it is to set off a booby-trap on purpose. You will lose 10 seconds of play but you will return with fully recharged power!

TIME: Both players start the game with the same amount of time. The time limit changes from level to level. As a warning that time is running out, the background music will change.

To pause the game, press the **START BUTTON.** Press it again to restart.

BOOBY TRAPS: As players move through the maze of rooms, they may select any of the four booby-traps. The booby-trap arsenal contains: Dynamite Bombs, Giant Springs, Buckets of Water and Time Bombs. All of the booby-traps EXCEPT the TIME BOMB must be placed in the appropriate locations about the rooms. BUCKETS OF WATER must be placed at CLOSED DOORS and the SPRING and DYNAMITE BOMB must be placed either in FURNITURE and/or BEHIND PICTURES.

Sometimes, a booby-trap will be found in the embassy that was set by embassy security BEFORE the game started. Both spies need to watch out for these.



Setting Booby-Traps

To select a booby-trap from your arsenal press the **"B" BUTTON** as follows:

- **ONCE** to select the **DYNAMITE BOMB**
- **TWICE** to select the **GIANT SPRING**
- **THREE TIMES** to select the **BUCKET OF WATER**
- **FOUR TIMES** to select the **TIME BOMB**

The booby-traps will appear in your spy's hands as you press the "B" BUTTON and any item(s) you were carrying will be automatically hidden in that room. When the trap you desire is selected, you can carry it from room to room or to the desired location in a given room. Refer to the BOOBY-TRAP & REMEDIES chart to find where to set traps and how to protect yourself from them. For ALL traps, when you are ready to set them in place, simply press the **"A" BUTTON.**

If you change your mind and do not want to set a trap, press the "B" BUTTON for the **5th** and then **6th** time. After the 6th press you will return to the game screen.

REMEDIES: EXCEPT for the TIME BOMB, each of the traps has a disarming remedy hidden throughout the rooms. Each type is always hidden in the same type of location. For example, the umbrella is used as a protection from WATER BUCKETS attached to the tops of closed doors. Umbrellas are always found on the COAT RACK. As with traps, remedies can be picked up and carried from room to room. Remedies can be used over and over again, but you must collect them each time you wish to use them. Use the WIRE CUTTERS to disarm the SPRING and the WATER BUCKET to protect yourself from DYNAMITE. Refer to the BOOBY-TRAP & REMEDIES chart for details.

Booby-Traps & Remedies

TRAP	SYMBOL	USEABLE	REMEDY	SYMBOL	LOCATION
Bomb		Everywhere EXCEPT with door	Water Bucket		Red Fire Box on Wall
Spring		Everywhere EXCEPT with door	Wire Cutters		White Tool Box on Wall
Water Rucket (electricution)		Door ONLY	Umbrella		Coat Rack
Time Bomb		ANYWHERE	None	N/A	N/A

EXIT: There is only ONE way out of each embassy building. The exit door is marked with the picture of an AIRPLANE. You can not leave without all of the required items in the briefcase. The security guard will see to that!

secret paper

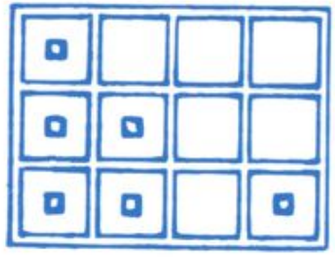
key

money

passport

SPLITLEVEL EMBASSIES: Some of the buildings are two stories high. Your spy can climb from floor to floor by using the ladders. Holes in the floors are often hidden with trap doors. Use the **"A" BUTTON** to OPEN/CLOSE TRAP DOORS and RAISE/LOWER the LADDERS. Use only the UP command on the **DIRECTION KEY** to climb either UP and/or DOWN.

FLOOR PLAN MAPS: By pressing the **"B" BUTTON 5 TIMES,** you can access the embassy's floor plan. By reviewing the map you can learn your location and that of the other spy in the building as well as the locations of required objects and booby-traps. There is but one exception and that is that locations of TIME BOMBS are not indicated on the map.



The only way to tell where a TIME BOMB is located is to watch the spies' faces. If a spy enters a room booby-trapped with a TIME BOMB, his face will turn BLUE. If that spy does not exit that room in 2 seconds...he will be blown to smithereens!

In the map mode, a "room" with a small YELLOW square in the center has a booby-trap set in it. A "room" with a small BLUE square or BLUE circle in the center has at least one of the required objects hidden in it. (MORE THAN ONE OBJECT CAN BE HIDDEN IN A ROOM). By monitoring the blue SQUARES vs blue CIRCLES will help you keep track of objects that have been moved from room to room. The large WHITE or BLACK squares indicate the locations of the WHITE and BLACK spies.

To cancel the map and return to the game's action, press the **"B" BUTTON a 6th TIME.** Remember, the other spy can go about his business while you are looking at your map!

Game Levels & Spy Ranking

LEVEL	MAXIMUM TIME	"YOU SPY HARDER"	"WHAT A GUY SPY"	"A SKY HIGH SPY"
1	**5** minutes	0:30 to 3:29	0:21 to 0:29	Less than 20 seconds
2	**6** minutes	0:40 to 3:49	0:40 to 0:49	Less than 39 seconds
3	**7** minutes	0:48 to 3:59	0:48 to 0:59	Less than 47 seconds
4	**10** minutes	2:00 to 3:59	1:41 to 1:59	Less than 1 min: 40 secs.
5	**15** minutes	3:00 to 8:59	2:44 to 2:59	Less than 2 min: 43 secs.
6	**15** minutes	2:20 to 9:59	2:01 to 2:19	Less than 2 minutes
7	**20** minutes	3:00 to 9:59	2:31 to 2:59	Less than 2 min: 30 secs
8	**20** minutes	2:00 to 9:59	1:34 to 1:59	Less than 1 min: 35 secs.

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are different circuits.

If necessary, the user should consult the dealer or an experienced radio / television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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